Barbie
SOFTWARE
Barbie
AS
RAPUNZEL
CD-ROM
A CREATIVE ADVENTURE
EVERYONE
E
CONTENT RATED BY
ESRB
AGES 5 AND UP

TABLE OF CONTENTS

Getting Started 2
Installing/Running Instructions for PC 3
Installing/Running Instructions for Macintosh 4
Introduction 5
Sign In 6
Exploring and Restoring the Castle 7
Magic Paint Box Tools 8
Finding Crown Gems 9
The Scroll 10
Castle Areas 11
The Grand Foyer 11
The Royal Ballroom 14
The Grand Dining Room 15
The Royal Garden 17
The Hallway 19
The Bedroom 20
The Garden Maze 22
Dress Rapunzel for the Masquerade Ball 24
Magical Memories Scrapbook 24
Credits 25
Contact Information 28

Barbie, the Barbie doll likeness and character, the color "Barbie Pink," Barbie Software and associated trademarks are owned by and used under license from Mattel, Inc. ©2002 Mattel, Inc. All Rights Reserved.

GETTING STARTED

Minimum System Requirements for PC

Windows® 98/2000/ME/XP
Pentium® (or equivalent) 266 MHz or faster
16x speed CD-ROM drive
175 MB hard drive space
64 MB RAM
16-bit color
640x480 screen resolution
Windows®-compatible sound card
QuickTime® 5.0.2
Standard keyboard and mouse

Minimum System Requirements for Macintosh®

OS 8.6, 9.1.2, 9.2, 10.1.2
Power Mac® G3 266 MHz or faster
24x speed CD-ROM drive
175 MB hard drive space
64 MB RAM (34 MB free RAM available)
Thousands of colors
640x480 screen resolution
QuickTime® 5.0.2
Standard keyboard and mouse

Windows is a registered trademark of the Microsoft Corporation. Pentium is a registered trademark of the Microsoft Corporation. Macintosh, Power Mac, and QuickTime are registered trademarks of Apple Computer, Inc.

For PC Users

Installing Barbie™ as Rapunzel CD-ROM

- Insert the Barbie™ as Rapunzel CD-ROM into your CD-ROM drive.
- If AutoPlay is enabled, click the computer monitor icon.
- If AutoPlay is not enabled, click Start and then Run from the Windows taskbar.
- Type d:\install.exe (d: refers to your CD-ROM drive). If your CD-ROM drive is not d:, type the appropriate letter.
- Follow the installation instructions on the screen.

After installation is complete, you'll find the Barbie™ as Rapunzel icon in the Barbie™ as Rapunzel menu of your Barbie™ programs. There will also be a shortcut on your desktop.

Running Barbie™ as Rapunzel CD-ROM

- Insert the Barbie™ as Rapunzel CD-ROM into your CD-ROM drive.
- If you have AutoPlay enabled, click Play to run the program.
- You can also click Start/Programs/Barbie™/Barbie™ as Rapunzel from the Windows taskbar.
- You can also click the Barbie™ as Rapunzel shortcut icon on your desktop.

Uninstalling Barbie™ as Rapunzel CD-ROM

From the Windows taskbar, click Start/Programs/Barbie™/Barbie™ as Rapunzel CD-ROM/Uninstall.

For Macintosh® Users

Installing Barbie™ as Rapunzel CD-ROM

- Insert the Barbie™ as Rapunzel CD-ROM into your CD-ROM drive.
- In the Barbie™ as Rapunzel window, double-click "Install Barbie™ as Rapunzel."
- Follow the instructions in the installer.

Running Barbie™ as Rapunzel CD-ROM

Double-click the Barbie™ as Rapunzel icon (which was placed on your hard drive by the install program) to begin.

Uninstalling Barbie™ as Rapunzel CD-ROM

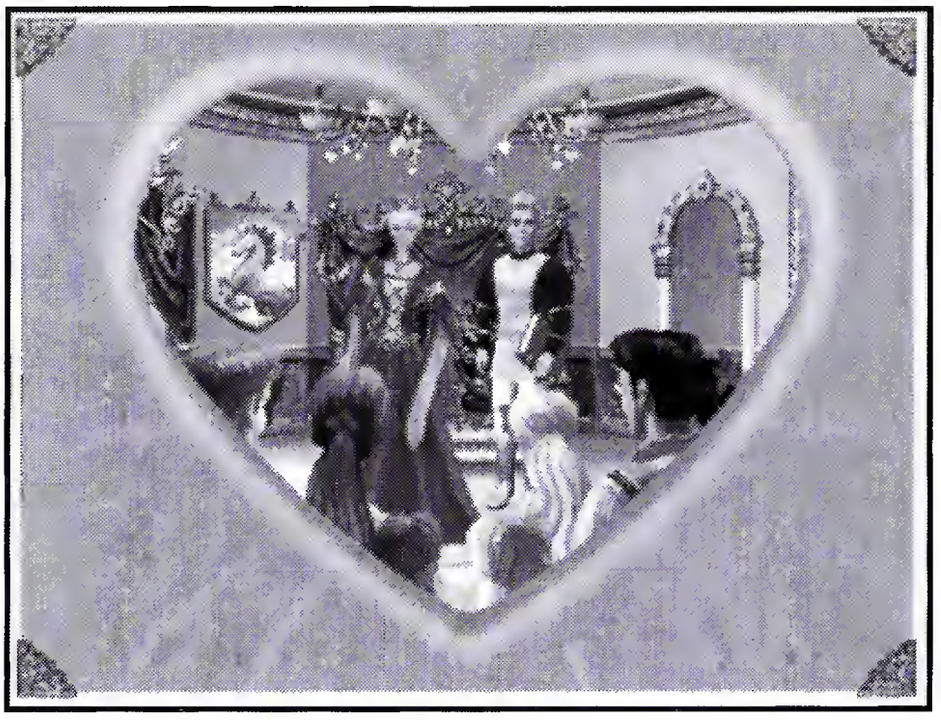
Locate the Barbie™ as Rapunzel folder on your hard drive. Drag the item to the trash can.

Exiting Barbie™ as Rapunzel CD-ROM

You can quit the Barbie™ as Rapunzel CD-ROM from any room and from the garden. Click the Scroll button at the bottom right corner of the screen, then click the Farewell Dove button to exit.

INTRODUCTION

Join Barbie™ as Rapunzel on a creative adventure!



The beautiful Rapunzel and Prince Stefan are getting ready for a Masquerade Ball, when the evil witch Gothel casts a spell that removes all the beauty from their castle. Gothel's spell scatters the gems from Prince Stefan's royal crown throughout the castle and garden, and worst of all, turns the Prince to stone and hides him deep in the Garden Maze!

Help Rapunzel break the spell over the castle and find the gems that will rescue Prince Stefan. The Magic Paint Box has all the special tools you'll need to restore the castle's beauty and get past the obstacles created by Gothel's spell.

After you have returned the castle to its former beauty and found the missing gems, guide Rapunzel through the Garden Maze in her search for Prince Stefan. Only then can you and Rapunzel bring Prince Stefan back to life by placing the gems in his royal crown. But hurry—you must break the spell in time for the Masquerade Ball!

SIGN IN

New Game

Before you can help Rapunzel on her adventure, you will need to sign in to the guest book.

To begin the adventure, type your name, and then click the Crown button at the bottom of the screen.

To erase a name from the Guest List, click it. Then hold down the Control key (Ctrl) on your keyboard as you press the letter D key twice. Click Yes to erase it. Click the Farewell Dove button to exit the program.

Saved Game

To play a saved game, click on the name of the game you wish to play, then click the Crown button at the bottom of the screen to start the adventure. You can use the Arrow buttons on the screen to scroll through the list of saved games if you don't see the one you want at first.

Any saved game where you completed the adventure will have a Pink Heart next to it. To see your Magical Memories Scrapbook from your saved game, just click the Pink Heart. Please refer to the Magical Memories Scrapbook on page 24 for more information.

EXPLORING AND RESTORING THE CASTLE

Rapunzel needs your help to restore all six areas of the castle: the Grand Foyer, Ballroom, Dining Room, Hallway, Bedroom, and Garden. You must restore all the items in each area to break Gothel's spell!

Finding Items to Restore

Move the Hand cursor around each area of the castle until you see a swirl of Twinkles. Click on the Twinkles to uncover an area that needs to be restored. The Magic Paint Box will automatically open and give you the Magic Paint Box Tool you need.

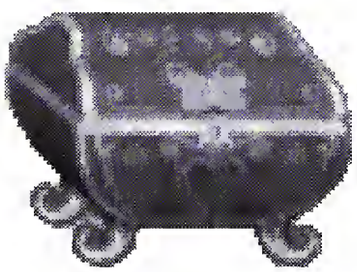
Finding Special Items to Restore

Each area of the castle has a special item that needs your best creative skills. When the cursor turns to a Star on the screen, you have found a special item to restore. When you have finished, the item you designed will appear in the area of the castle where you saw the Star.

Moving Around the Castle

To move to a new area, move the cursor around the screen until it changes to an arrow. The Arrow cursor will point you to another area of the castle you can explore. Simply click if you wish to go there. You can return to an unfinished area later by using the Arrow cursor to move around the castle.

MAGIC PAINT BOX TOOLS

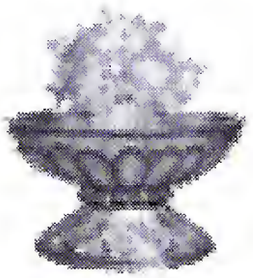


Rapunzel's Magic Paint Box holds all the magical tools you will need to help restore beauty to the castle. Click the Twinkles to open the Magic Paint Box. Once opened, one of the following tools will appear for you to use:

Magic Wand – The Magic Wand removes the spell that Gothel put on an object and makes it beautiful again.

- Click the Magic Wand to pick it up.
- Move the Magic Wand over the object and click to transform it.
- Keep clicking again to see different designs!

Twinkle Sprinkles – Twinkle Sprinkles bring living things back to life with magic sprinkles.



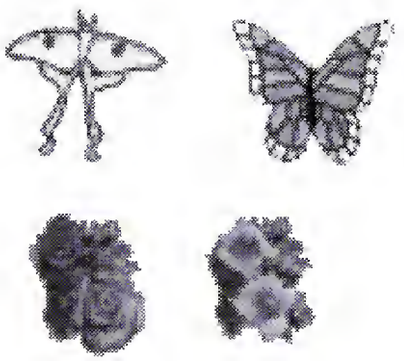
- Click the Twinkle Sprinkles to grab some of them.
- Move the cursor over the object you want to restore.
- Click again to sprinkle it, then watch as it magically comes back to life!

Magic Paintbrush – The Magic Paintbrush paints beautiful color back into items.

- Click the Magic Paintbrush to pick it up. Several brush tips will appear, each with a special design.
- Click a Brush Tip to choose a design.

- Hold down the Mouse button and move the brush back and forth over the object or area you want to color.

Living Stickers – Living Stickers add extra life to the castle!



- Click a Living Sticker.
- Move it over an object or area.
- Click again to put the Living Sticker in place, then watch as it magically comes to life!

Don't forget to put away your tools after each time you use them. Simply click the Magic Paint Box to store your tools for later use.

If you forget how to use the Magic Paint Box Tools, click the Scroll at the bottom right corner of the screen and then click the Help button. See page 10 for more information on using Help.

FINDING CROWN GEMS

After you finish restoring each area of the castle, the Enchanted Crystal Lens will appear to help you search that area for one of the hidden crown gems.

Click the Enchanted Crystal Lens and move it around the room slowly to search for the missing gem.

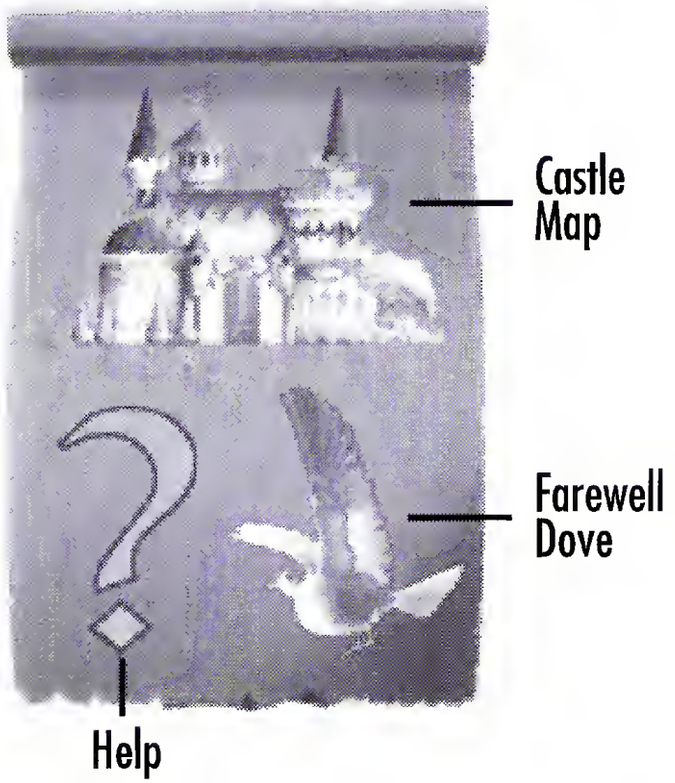
When you find the gem, click it to pick it up. The Castle Map then appears showing all the gems you have found. Click the Castle Map to put it away.

If you wish to search for the gem later, click the Magic Paint Box to close it. When you return to that area, click on the Magic Paint Box to see the gem you need to find.

THE SCROLL

The Scroll, in the bottom right corner of every screen, lets you check your progress, gives you help with the Magic Paint Box, and lets you exit the game.

- **Castle Map** – Click the Castle Map button to check your progress, and see all the gems you've found in areas of the castle you've restored. It will also let you know where to find the remaining gems. Click the Castle Map to put it away.
- **Help** – Click the Help button to see instructions for using the Magic Paint Box Tools.
- **Farewell Dove** – Click the Farewell Dove button to exit the program or to begin a new adventure.
- Click the top of the Scroll to close it.



CASTLE AREAS

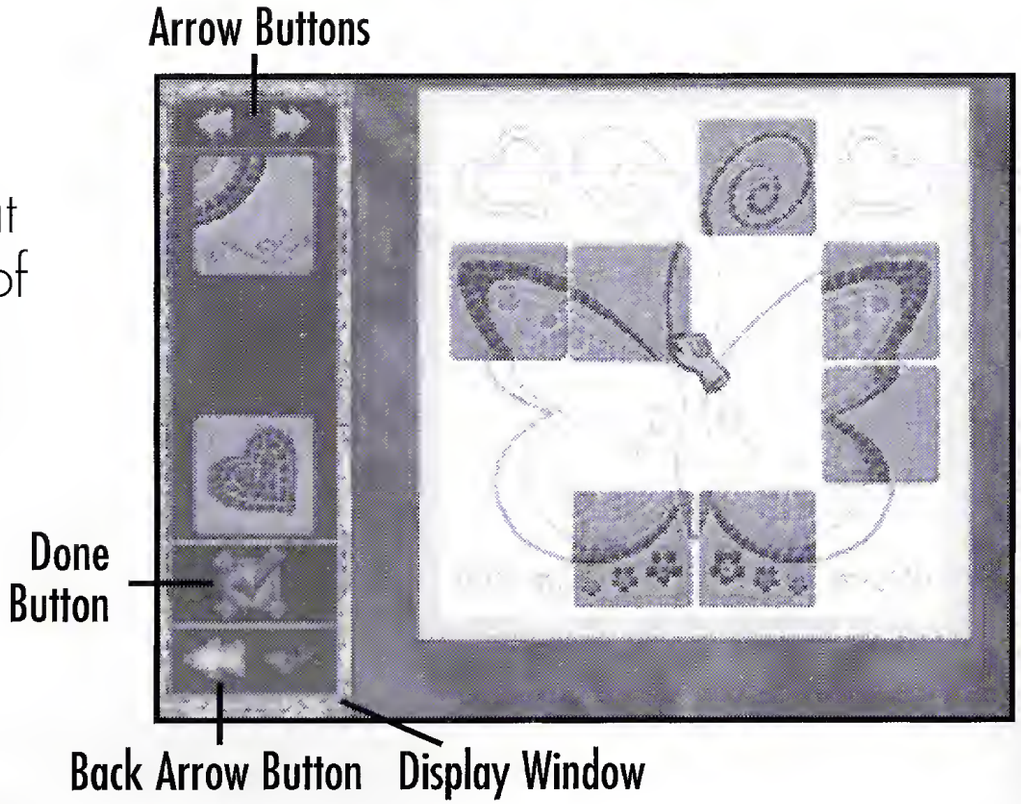
The castle has six areas that need your help. After restoring each area, you can look for one of the crown gems you will need to rescue Prince Stefan.

THE GRAND FOYER

Help Rapunzel restore the Grand Foyer, which was once the beautiful entrance to the castle. With your creativity you can make this room bright and cheerful again. The Grand Foyer has a Magical Mosaic that needs your special attention.

Magical Mosaic

Gothel's spell has destroyed the beautiful mosaic floor that once adorned the entrance of the Grand Foyer. A cracked, empty space now covers the floor. Help Rapunzel create a new mosaic for the Grand Foyer. Click the star to design the mosaic.



Choose the Perfect Design

- Pick the perfect mosaic by clicking the tiles with the Magic Wand. Keep clicking the designs to change them.
- To create your own mosaic design, keep clicking until you see the blank design.
- When you see the design you want, click the Done button.

Place the Tiles

- Click the Arrow buttons at the top of the Display Window to see all of the colorful tiles.
- Click a tile to pick it up, move the tile over the correct space on the design, and click again to place it. If you put the tile in the wrong space, a highlight will show you the correct location to place the tile.

- To make your own design, place the tile anywhere on the empty mosaic. You can use the same tile as many times as you wish. To change a tile, just place another tile on top of it.
- Click the Done button when you've finished placing the tiles.

Add the Frame Tiles

- Click the Arrow buttons to see all the frame tiles.
- Click a frame tile to pick it up, move it over the edge of the mosaic, and click again to place it.
- To change a frame tile, just place another frame tile on top of it.
- Click the Erase button to remove all the frame tiles.
- Click the Done button when you've finished placing the frame tiles.

Polish the Mosaic

- Click a coloring tube to change your cursor into a heart sponge. Move the sponge over the mosaic and hold down the Mouse button to color the spaces and polish the tiles.
- Use another coloring tube to fill in the spaces with a different color.
- Click the Erase button to erase all of the colors.

Printing and Display

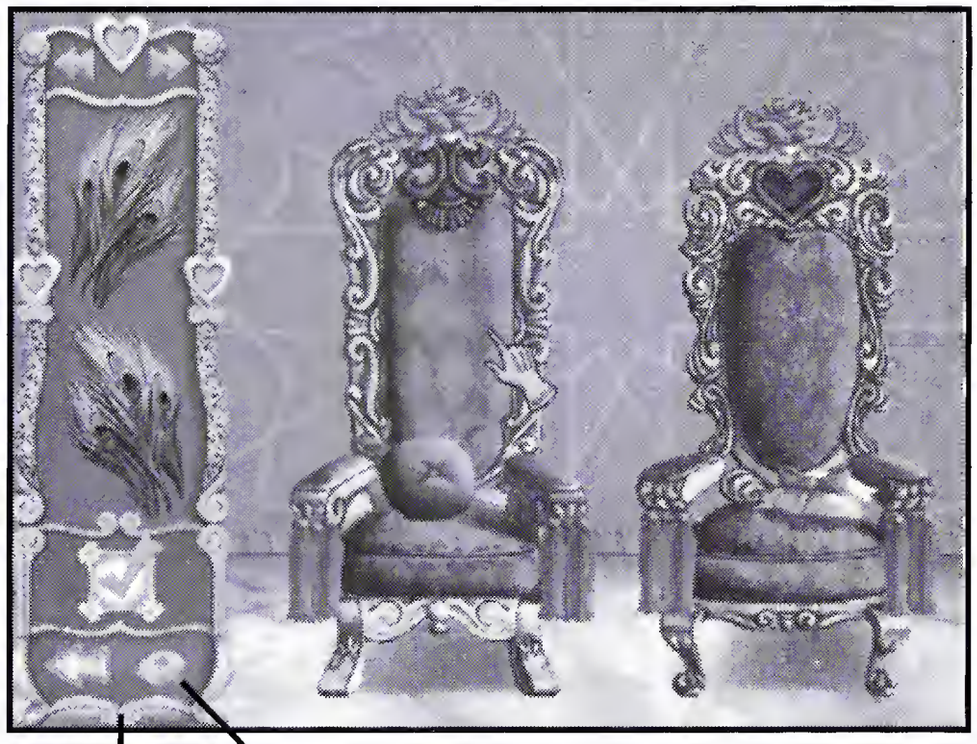
When you finish your mosaic, click the Print button to print out your masterpiece or click the Back Arrow button to see how it looks in the Grand Foyer.

THE ROYAL BALLROOM

Rapunzel needs your help to make the Royal Ballroom sparkle with beauty again. You will also need to give the thrones your special attention to make them fit for a Prince and Princess to sit on.

Royal Thrones

These thrones were very beautiful before Gothel cast her spell over them. With your creativity and a little magic, they can look more beautiful than ever! Click the Star in the throne area to design new ones.



Choose Throne Design

- Click the tops and bottoms of the thrones with the Magic Wand to see all the royal throne designs.
- When you like the design of both thrones, click the Done button.

Color the Thrones

- Click the paint pattern, move the coloring bucket over part of the throne, and click again to color it. Be sure to paint all parts of the thrones to restore them.

- Click the Erase button to erase all of the color from the thrones.
- Click the Done button when you've finished coloring the thrones.

Add Decorations

- Click the Arrow buttons at the top of the Display Window to see all the fun decorations.
- Click a decoration, move it onto a throne, and click again to place it.
- To remove a decoration, click it and move it to the Display Window.
- Click the Erase button to erase all of the decorations.
- Click the Done button when you have finished decorating the thrones.

Printing and Display

Click the Print button to print the thrones you designed, or click the Back Arrow button to see the thrones in the Grand Ballroom.

THE GRAND DINING ROOM

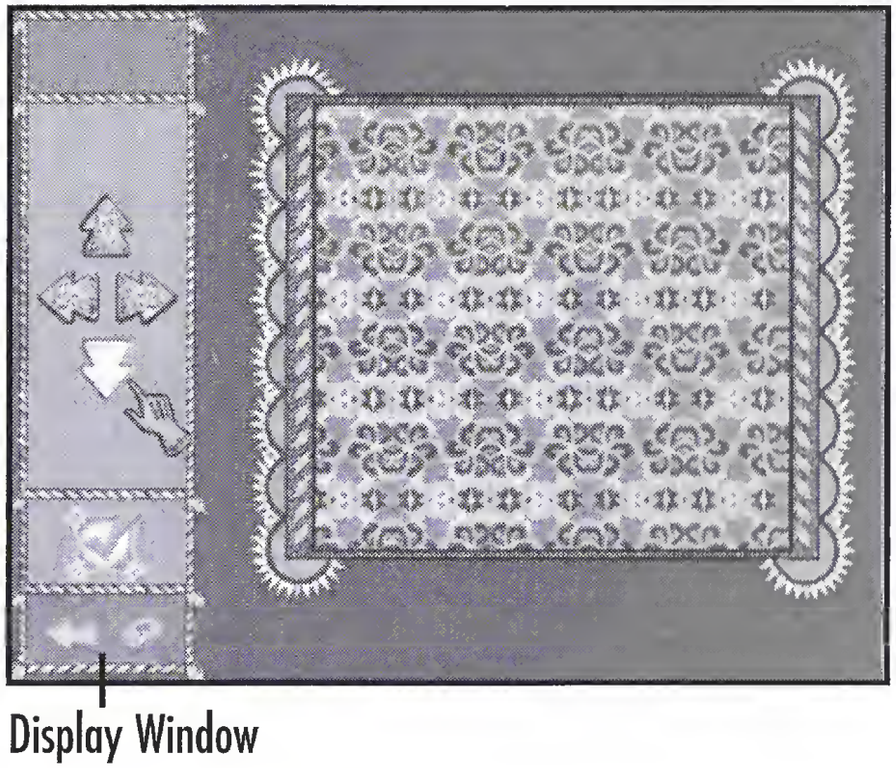
Help Rapunzel make the Dining Room beautiful again before dinnertime. Rapunzel knows that your special attention can create a lovely new rug for the Grand Dining Room!

Rugs of Royalty

Gothel's spell has tattered and torn the rug underneath the grand dining table. Click the Star to give a new rug your special touch.

Choose a Design

- Click the rug with the Magic Wand to see the rug designs. Click again to see all of the beautiful designs.
- When you see one you like, click the Done button.



Add Decorations

- Click the Arrow buttons at the top of the Display window to see all the decorations.
- Click a decoration, move it to the rug, and click again to place it.
- To remove a decoration, click it and move it to the Display Window.
- Click the Erase button to erase all of the decorations.
- Click the Done button when you've finished decorating.

Weaving Patterns

- Click the Arrow buttons in the center of the Display window to magically change your rug design.
- Click the Done button when you've finished the rug.

Printing and Display

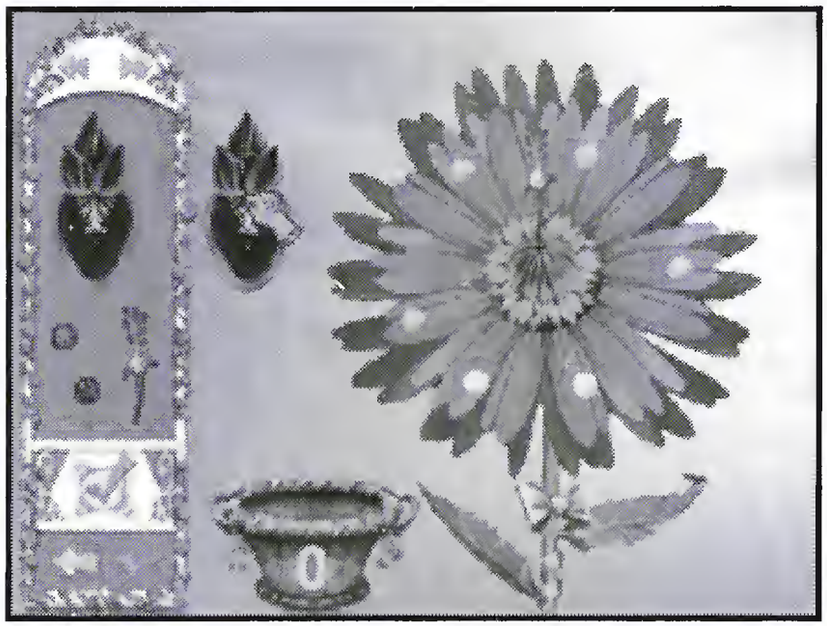
Click the Print button to print your new rug, or click the Back Arrow button to see how your rug looks in the Grand Dining Room.

THE ROYAL GARDEN

Use your creativity to help Rapunzel bring life back to the Royal Garden! Give your special attention to planting colorful new flowers in the flower bed!

Flower Fantasy

Gothel's spell has stripped the flower bed of all its flowers. Click the Star in the empty flower bed to create six beautiful new flowers for the garden.



Choose a Flower

- Click the flower with the Magic Wand to see all the different flowers.
- When you see the flower you want to restore, click the Done button.

Color the Flower

- Click a paint pattern, then click part of the flower to color it.
- Click the Erase button to erase all color from the flower.
- Click the Done button when you have finished coloring the flower.

Add Flower Decorations

- Click the Arrow buttons at the top of the Display Window to see all the flower decorations.
- Click a flower decoration, move it to the flower, and click again to place it.
- To remove a flower part, click it and move it to the Display Window.
- Click the Erase button to erase all of the flower decorations.
- When you have finished creating a flower, click the Done button to put it in the flower basket.

Planting Flowers

Now you can plant all of your lovely flowers.

- Click a flower, move it into the flower bed, and click again to plant it.
- Click the Done button when you have planted all six flowers.

Printing and Display

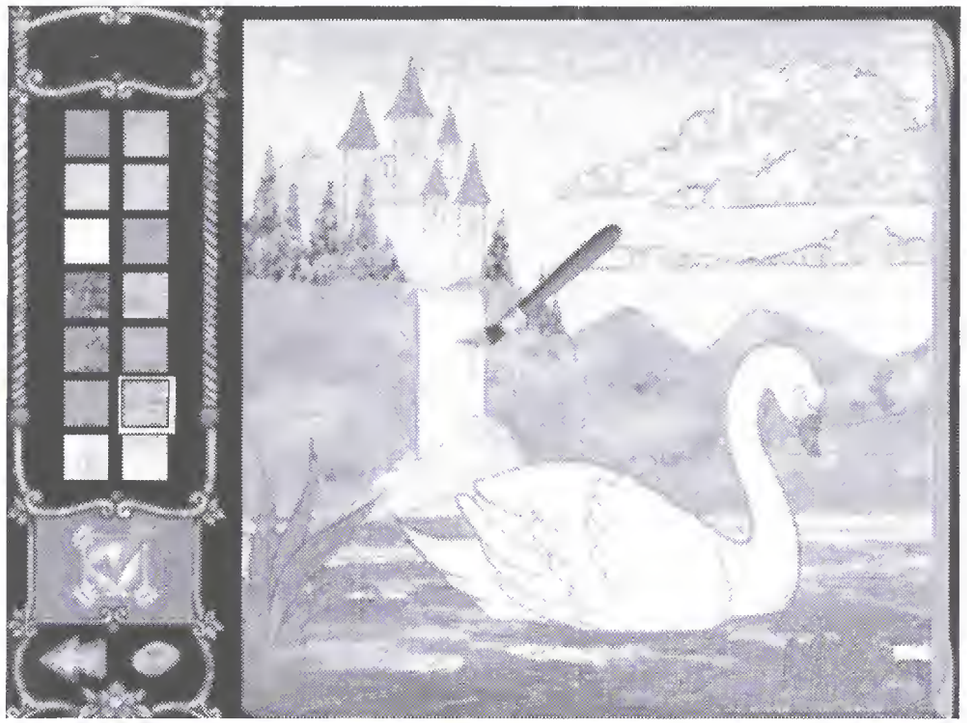
Click the Print button to print the flowers as you have arranged them or click the Back Arrow button to see how beautiful they look in the Royal Garden.

THE HALLWAY

Use your creativity and imagination to help Rapunzel restore the hallway. Her painting needs your special attention.

Princess Painting

Gothel's spell removed all the the paint from Rapunzel's painting. Click the Star on the painting so you can repaint it using all the beautiful colors and brush strokes.



Choose a Painting

- Click the painting with the Magic Wand to see all the beautiful paintings you can choose.
- When you find the one that will look the best in the Hallway, click the Done button.

Color the Painting

- Click a color with the Magic Paintbrush. Move it over the painting.
- Click and hold down the Mouse button and move the brush to fill in the selected area of the painting. Be sure to paint all parts of the painting to restore it.

- Click the Erase button to erase all the color and start over.
- Click the Done button when you've finished painting.

Choose a Frame

- Click the painting with the Magic Wand to see all of the frames you can choose from.
- When you have found the frame you want, click the Done button.

Printing and Display

Click the Print button to print out your painting or click the Back Arrow button to see how your painting looks in the Hallway.

THE BEDROOM

Gothel's Spell has made a mess of the bedroom, and Rapunzel needs your help to clean it up. Rapunzel also needs your special attention to make the perfect mask for her to wear to the Masquerade Ball.

Magical Masquerade Mask

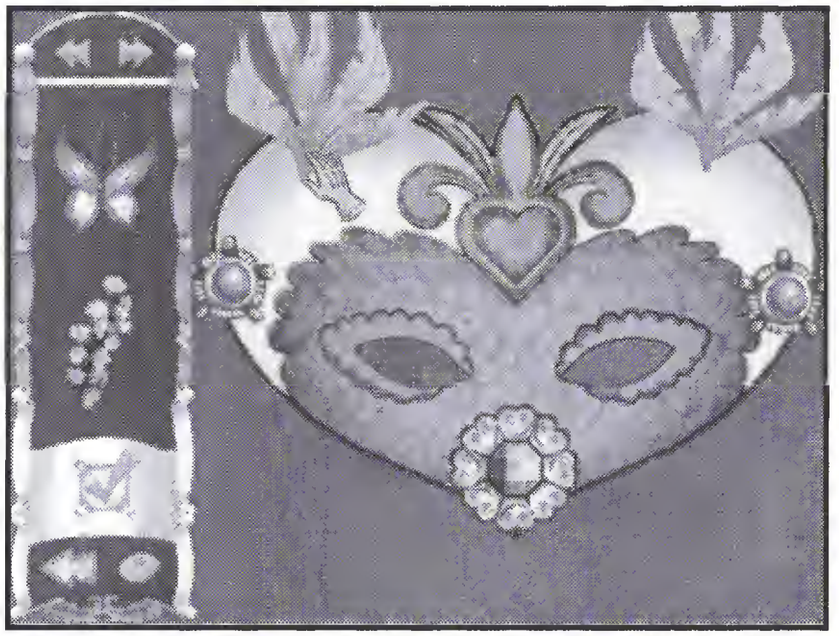
Click the Star above the mask to begin making a mask for Rapunzel.

Choose a Mask

- Click the mask with the Magic Wand to see all of the different mask designs.

- Click the Done button when you see the mask you want to paint and decorate.

Paint Patterns on the Mask



- Click a paint pattern, and move the Paint Brush over the mask. Hold down the Mouse button to fill the selected area of the mask.
- Click the Erase button to remove all the color from the mask.
- Click the Done button when you've finished painting.

Add Decorations

- Click the Arrow buttons at the top of the Display Window to see all the amazing decorations.
- Click a decoration, move it over the mask, and click again to place it.
- To remove a decoration, click it and move it to the Display Window.
- Click the Erase button to erase all of the decorations.
- Click the Done button when you've finished decorating.

Printing and Display

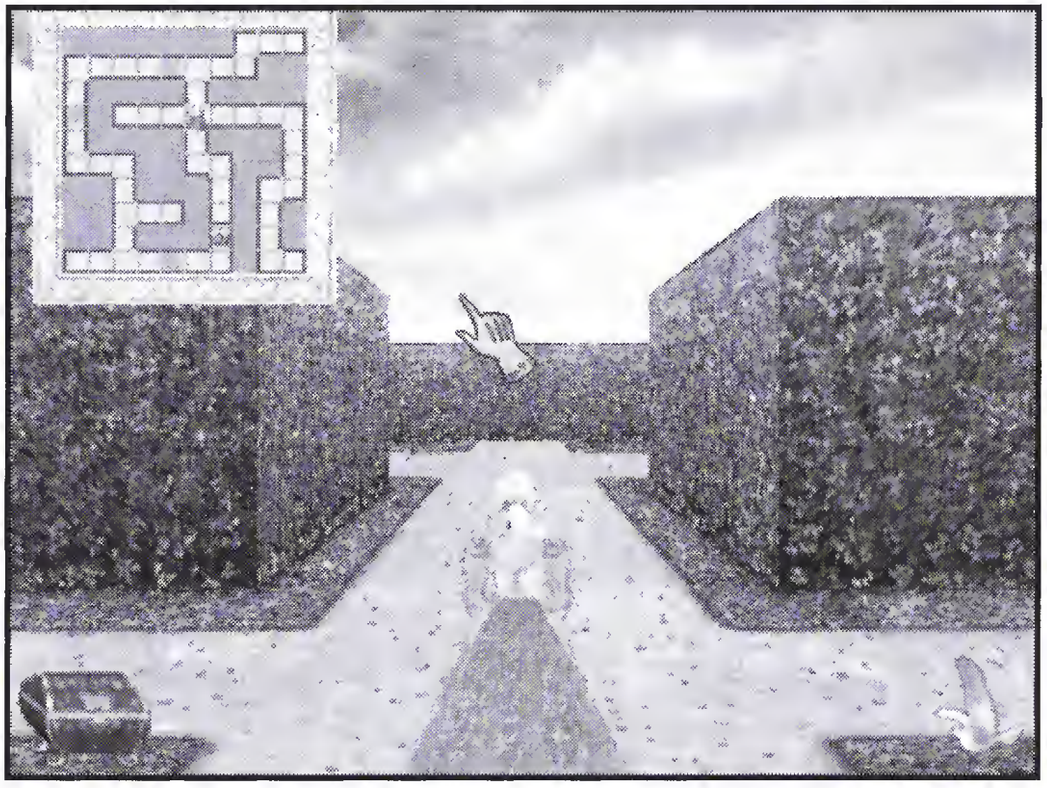
Click the Print button to print the mask you designed in full-size for yourself and in mini-size for your Barbie® doll. Click the Back Arrow button to go back to the bedroom and see the mask you created for the Masquerade Ball.

THE GARDEN MAZE

Congratulations! You have found all six of Prince Stefan's crown gems and restored the castle to its original beauty. Now you must search the Garden Maze to find Prince Stefan! But watch out for Gothel's obstacles.

Garden Maze Map

Many have gotten lost here before, but you have the Magical Map to help you guide Rapunzel through the Garden Maze and rescue Prince Stefan.



The blue crown marks the spot where Gothel has hidden the Prince. The purple triangle shows Rapunzel's position in the maze. Red squares show Gothel's obstacles that block Rapunzel's way.

Moving Rapunzel

Use the Arrow keys on your computer keyboard to move Rapunzel through the Garden Maze.

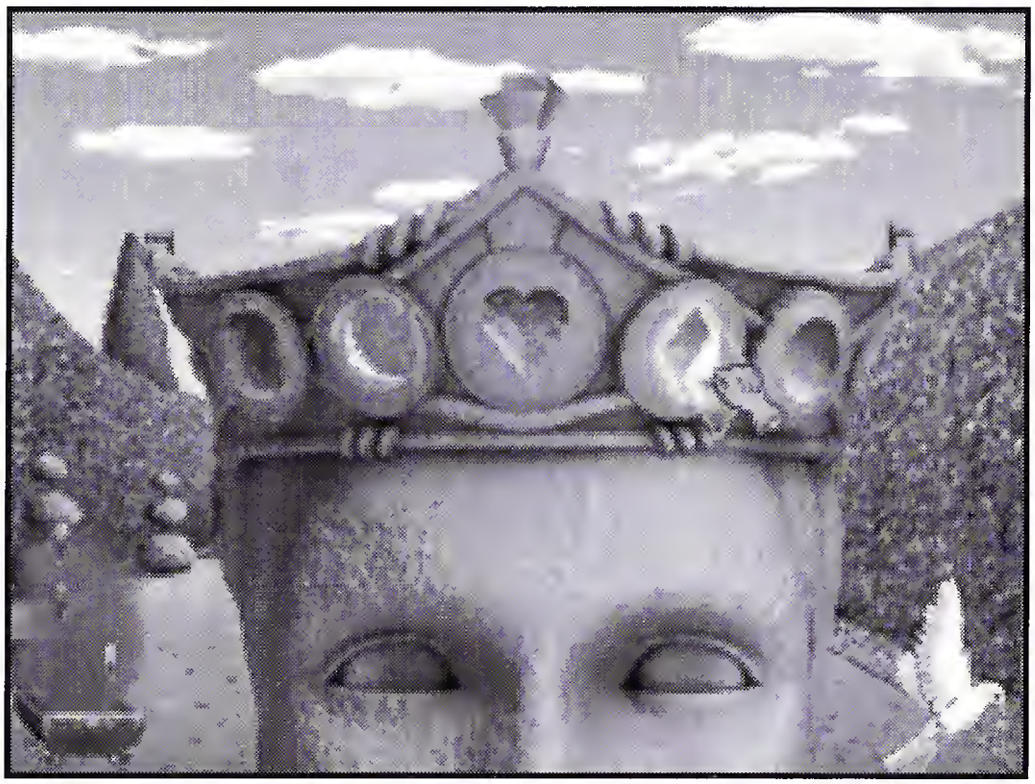
Removing Gothel's Obstacles

If you encounter one of Gothel's obstacles, click it to open the Magic Paint Box. Use the knowledge you have gained from restoring the castle to help you select the right tool to remove the obstacle.

Break the Spell Over Prince Stefan

You have finally found Prince Stefan, but you haven't rescued him yet. To bring him back to life, place the six gems in the proper places in his crown!

Rapunzel's Magic Paint Box will open to show all the gems you have collected.



Click a gem, move it to the proper place in Prince Stefan's crown, then click again to place it in the crown.

Prince Stefan will magically come to life once you have placed all six gems and broken Gothel's spell!

DRESS RAPUNZEL FOR THE MASQUERADE BALL

Now that you have broken Gothel's spell, it's time to get Rapunzel ready for the Masquerade Ball! Rapunzel needs your help choosing the most beautiful gown.

- Click Rapunzel's dress with the Magic Wand to see all of her beautiful dresses.
- To pick the perfect crown for Rapunzel, click on a crown, and move it over to Rapunzel's head, then click again to place it.
- Click the Done button when you've finished dressing Rapunzel. She will proudly wear the gown and jeweled crown you picked for her at the ball.

MAGICAL MEMORIES SCRAPBOOK

As a thank-you for your help, Rapunzel and Prince Stefan present you with a special keepsake—a Magical Memories Scrapbook!

- Click the Arrow buttons at the bottom of the page to see a slide show of the castle areas you helped restore.
- Click the Print button to print out your Magical Memories Scrapbook.
- Click the Farewell Dove, then click "Yes" to exit the game or click "Start a new adventure" to start a new game.

CREDITS: VIVENDI UNIVERSAL GAMES

Funnybone Development Team

President – Joel Fried
Vice-President/Creative Director – Susan Decker
Executive Producer – Jacqueline Decker
Producer – Chris Lewis
Programming Project Lead – Mike Sweet
Contributing Programmers – Leo Cetinski, Rebecca Lovelace
Design – Susan Decker, Jacqueline Decker, Bill Gusky, Chris Lewis, Mike Sweet
Script – Susan Decker, Bill Gusky
Art Director – Bob Ostrom
Content – Susan Decker, Jacqueline Decker, Bill Gusky, Chris Lewis
Concept Artists – Mark Covell, Dimitry Epstein, Ken Perkins, Paul Pham, Zack Strebeck
3D Department Manager – Chris Cherubini, Dave Chiapperino
3D Art Project Lead – Chris Cherubini
3D Animation Project Lead – Dave Chiapperino
3D Animators – Richard Cheek, Dave Chiapperino, Ted Forgrave
3D Artists – Ben Bathen, Mike Berger
Background Department Manager and Project Lead – Phil Straub
Background Artists – Dimitry Epstein, Iya Tucker, Art Voyt, James Moore, Nigel Foo
Production Art Project Lead – Greg Kleid
Production Artists – Peggy Smith, Joan Zei, Lisa Scollan
Sound Department Manager and Project Lead – Joel Gould
Lyrics and Arrangement – Joel Gould
Contributing Sound Designer – Jeffrey Zweig
Director of Dialog – Edgar Gresores

"Rapunzel's Magical Castle" Lyrics and Arrangement – Joel Gould
Music – Jeffrey Zweig
Produced By – Jeffrey Zweig, Joel Gould
Performed By – Judith Alden

Knowledge Adventure Development Team

Producer – Dana Feffer
Assistant Producer – Heather Marsden
Executive Producer – Robert Nashak
Director of Development – Cathy Siegel
Creative Director – Ben Badgett
Art Director – Ellen Kirk
Art Director – Chris Williams
Brand Manager – Melanie Bullock
Associate Brand Manager – Ginger Martinez
Marketing Coordinator – Angelina Coley
Director of Marketing – Beckie Holmes
Manager, Technical Development – Bryen Aoyama
Manager, R&D Support Services – Gina Schmitz
Director of Technology – Matthew From
QA Lead – Dave Basen
QA Associate Lead – Karen Forbes
QA Test Team – Juliet Nimmo, Daniel Lee, Jason Jue, Cameron Austin, Brian Mathison, Virginia Suchodolski, Andrew Dank, Linda Quinlan, David Frischling, Emad Farraj, Peter Cornforth, Mayra Orellana
Config. Lab – Afolabi Akibola, Rob Gardner, Mark Jihanian, Jason Perry
Tech Support Representative – Mike Smith

Product Control – Chris Rooker, Brandon Valdez, Cyra Talton, Trent Cline
QA Brand Manager – Wladia Summers
QA Director – Stuart Hay
Sr. Research Analyst – Irene Lane
Consumer Research assistants – Maria Andrews, Patricia Ballas
Documentation – Cathy Johnson, Joe Skelley, Pamela Blanford
Casting and Voice Direction – Tom Keegan
Dialogue Recording – Rich Seitz
Dialog Editor – Andrea Toyias
Director Sound and Video – Christian Johnson

Voice Talent
Barbie™ – Chris Anthony
Penelope™ – Monica Lee Gradischek
Dove – Gaille Heidemann
Gothel – Diane Pershing
Prince Stefan – Robin Atkin Downes

Special Thanks: Leslie House, Ed Zobrist, Faye Schwartz, Dyan Daglas, Jacqui Bracey, Mark Bishay, Michael Bannon, Marcela Cabrera, Michelle Garnier Winkler

MATTEL, INC.

Senior Manager, Software Licensing – Patricia Masai
Manager, Software Licensing – Janice Newton
Director, Licensing – Mary Rafferty
Vice President, Girls Interactive Group – Christina DeRosa
Special Thanks: Jim Balthaser, Cathy A. Takemura, Lucy Chapman, Karen Hershenson, Jesyca Durchin

TROUBLESHOOTING

If the program is running slowly:

1. Close any unnecessary applications that may be running.
2. Make sure your display setting is at 640 x 480 resolution and 16-bit color or higher. Refer to your system documentation for instructions on how to change your color depth and resolution.
3. If display problems occur and you experience graphics problems while running Barbie™ as Rapunzel CD-ROM, contact your video card or system vendor to obtain the latest version of their video drivers.
4. Please refer to the ReadMe file on the Barbie™ as Rapunzel CD-ROM for the latest important information.

CUSTOMER SERVICE

Have questions? Want to talk to us? Contact us by phone, fax, or Internet.
Phone: (310) 649-8005 • Fax: (310) 258-0744

Mail: Vivendi Universal Games
4247 South Minnewawa Ave., Fresno, CA 93725

TECHNICAL SUPPORT

Phone: (310) 649-8015, M–F, 8AM to 5PM Pacific Time
Automated support is available 24 hours a day, 7 days a week.
Fax: (310) 258-0755, 24 hours a day
World Wide Web address: http://support.vugames.com

More Girls Software Titles!

Play 9 Groovy Games for hours of on-the-go fun!

Create dazzling figure skating shows starring Barbie™!

Help the Kelly Club™ friends put on a pet parade!

Mattel, Barbie Software logo, Barbie, the Barbie doll likeness and character, the color "Barbie Pink" and associated trademarks are owned by and used under license from Mattel, Inc. © 2001 Mattel, Inc. All Rights Reserved. Manufactured and distributed by Vivendi Universal Games, Inc., and/or its subsidiaries, Fresno, California, U.S.A. Windows is a registered trademark of Microsoft Corporation. Pentium is a registered trademark of Intel Corporation. Barbie Groovy Games for Game Boy Advance licensed by Nintendo. Nintendo, Game Boy, Game Boy Advance and the official Seal are trademarks of Nintendo © 2001 Nintendo. Quicktime and the Quicktime logo are trademarks used under license. Quicktime is a registered trademark in the U.S. and other countries. All other trademarks are the property of their respective owners. The use of this product is governed by the terms of an end user license agreement that you must accept before you can use the product. If you do not agree with the end user license agreement, you should immediately return the product with your sales receipt to 4247 S. Minnewawa Ave. Fresno, CA 93725-9345 for a refund of your purchase price.

S7172115

Version 1.0c
S7172110
Windows®
Power Macintosh®
Barbie®
SOFTWARE
VIVENDI UNIVERSAL
games
MATTEL
EVERYONE
E
CONTENT RATED BY
ESRB
QuickTime
Barbie as
RAPUNZEL
CD-ROM

Barbie as Rapunzel CD-ROM

Join Barbie® as Rapunzel on a creative adventure! A terrible spell has ruined the enchanted castle and turned Prince Stefan to stone! Play through eight magical adventures redecorating the castle and searching for missing gems to bring the Prince back to life. Only you can help Rapunzel save the kingdom in time for the Masquerade Ball!

Play 8 activities to get ready for the ball!

Transform the castle with a magic wand, twinkle sprinkles and more!

Choose pretty ball gowns and the perfect crown!

Design beautiful masquerade masks and more!

Windows® 98/2000/Me/XP

Pentium® (or equivalent) 266 MHz or faster • 16x speed CD-ROM drive
175 MB hard drive space • 64 MB RAM • 16-bit color • 640x480 resolution
Windows® compatible sound card • QuickTime® 5.0.2 • Mouse

Macintosh OS 8.6, 9.2.1, 10.1.2

Power Mac® G3 266MHz or faster • 24x speed CD-ROM Drive • 175 MB hard drive space • Memory - 64 MB of RAM (34 MB free RAM available) • QuickTime® 5.0.2 • Thousands of colors • 640 x 480 resolution • Mouse

MATTEL

QuickTime

Barbie.com

VIVENDI UNIVERSAL games

S7172114

Barbie, the Barbie Doll Packaging, Rapunzel and associated characters are trademarks of Mattel, Inc. and are used under license from Mattel, Inc. © 2002 Mattel, Inc. All Rights Reserved. Manufactured and distributed by Vivendi Universal Games, Inc. under license from Mattel, Inc. Windows and the Windows logo are trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. Mac and the Mac logo are trademarks of Apple Computer, Inc. registered in the U.S. and other countries. Pentium is a registered trademark of Intel Corporation. All other trademarks are the property of their respective owners. The use of this product is governed by the terms of the end user license agreement that you must accept before installing the software. Unauthorized duplication and distribution of this product may result in civil and criminal penalties. Made in the USA. Vivendi Universal Games, 6080 Center Drive, Los Angeles, CA 90045

Barbie™ as Rapunzel CD-ROM